

Point Of Law

OBJECT OF THE GAME

After hearing the facts and the four possible decisions for the case, each player chooses the decision he thinks the court made. Players score points for choosing the court's decision or for choosing a decision rated "fair." Player with the highest score at game's end wins.

SETUP

A moderator and a scorekeeper are chosen; the moderator receives the *Point of Law Case Book* and the scorekeeper receives the marker and scoreboard on which he writes each player's name and the numbers of the cases to be considered during the game. Decision sheets and pencils are given to all players. (Note: The role of moderator and scorekeeper may be changed at the end of each game.)

PLAY

Generally, a game consists of ten cases. The moderator reads the case and the four possible decisions aloud. Any player may ask for the case or the choice of decisions to be read again. Each player then secretly decides which of the four possible decisions he thinks the court made and records its number on his Decision sheet.

After everyone has recorded his decision, the person to the left of the moderator states which decision he chose and the reasons behind his thinking.

DISCUSSION PERIOD

After all players have expressed the reasons behind their choice, the various aspects of the case should be discussed; this part of the game develops a group interaction and should result in some interesting

discussions between players — along with a laugh or two. Occasionally, a player will change his mind following the discussion period; however, he is not permitted to change the number written on his Decision sheet.

SCORING

After all discussion has ended, the moderator reads aloud the Court's Decision for the case. Each of the other choices is rated "fair" or "poor." Players score points according to the following:

<u>Player's Choice</u>	<u>Points</u>
Court's Decision	4
Fair	2
Poor	0

If the majority (more than half) of the players have chosen a decision which was not the Court's Decision, they will score one point for voting with the majority. Thus, if the decision chosen by the majority is "fair," all players choosing this decision will score 3 points (2 for "fair" and 1 for choosing with the majority); if the decision is rated "poor," players would score 1 point for choosing with the majority. Scorekeeper records each player's score.

At the end of ten cases, scores are totaled and *player with the highest score wins!*

VARIATIONS

TEAM SYSTEM: Players are divided into teams of two or more. After hearing the case and the four possible decisions, each team must discuss the case and come to a unanimous agreement on one of the four decisions. Game is played in the usual manner and the team with the highest score at game's end wins.

MAJORITY RULE SYSTEM: This system may be played by three or more individuals or teams. It is frequently used when one or more of the players has recently played the cases being used. Play proceeds in the usual manner; only the scoring is different.

After the discussion period, *the Court's Decision is not read.* Instead, players choosing with the majority (more than half) of the players score 4 points; other players score 0 points. If there is no majority decision, all players score 2 points. Highest score at game's end wins.